Project Plan

Online Productivity Website

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# Introduction

## Context

This project is part of the Individual Track of semester 3 in Fontys UAS. The project aims to display the abilities of the developer to create a full-stack web application that include a predefined set of requirements at its final stage.

Moreover, this project will be developed using the Agile methodology, which means that this document itself may be a subject of change.

## Goal of the project.

The goal of this project is to develop a web-application, which user will use to improve their productivity. By setting goals and to-do items, they will be given a chance to organize their work so that they can improve their time management and overall productivity.

By implementing such a platform, that would also show that the developer has the required skills to develop a full-stack web-application.

## Strategy and preconditions

### 1.3.1. Precondition:

This project will follow the agile methodology working, by splitting the project into parts (3 week “Sprints”) and delivering small but significant progress though each phase. Doing so, the workload will be divided so that the teachers, following the students progress, will be able to closely follow the progress of the student and determine their skill level.

### 1.3.2. Strategy

Strategy regarding chosen methods of software development include:

1. The back-end of the application will primarily include a RESTful API. And the technology to create it will be the JAVA programing language
2. The front-end of the application will be developed using:
   1. The JavaScript programing language
   2. HTML5
   3. CSS

## Research questions

Research has been and will be done to ensure the quality of the final product.

Research questions that have been answered:

1. Platform for the API needed – RESTful service will be used
2. Platform to store the needed data for the application – MySQL database will be used
3. Technology that the back-end will be developed with – The JAVA programming language will be used
4. Technology that the front-end will be developed with – The JavaScript programming language and HTML,CSS markup languages will be used

Research questions that may arise:

1. Researching new skills necessary for meeting the predetermined requirements of the final product
2. Researching different methods for creating a feature and deciding on the optimal one

## End products

The final items that will be delivered will include:

1. Platform for the web-application
2. Documentation regarding the process of development of the project.
3. The platform, that will host the web application consist of 3 parts.
   1. A website that the users will interact with – (Front-end)
   2. A Database that will store all needed data that the website will require
   3. An API that will route the communications between the database and the front-end(Back-end)

# Project organisation

## Stakeholders and team members

|  |  |  |  |
| --- | --- | --- | --- |
| Name | Abbreviation | Role and functions | Availability |
| Fontys |  | Client,  Project Owner, |  |
| Kiavash Bahreini | Bahreini, Kiavash K. | project manager |  |
| Nico Kuijpers | Kuijpers, Nico N.H.L. | project manager |  |
| Lyutfi Ismail  l.ismail@student.fontys.nl |  | Main developer | Reachable by email: Any weekday |

## Communication

Since this is and individual project, communication between team members is not necessary, since there is only one developer. Nevertheless, communication between the project managers and the main developer is important. For that there will be scheduled meeting. The feedback from project manager and developer is necessary to keep an understanding of progress and finding solutions to problems that arise.

# Activities and time plan

## Aspects of the project

The project would consist of several aspects that would highlight the work that would be done throughout them.

1. Problem analysis and research – This would comprise of:

* 1. Deciding on general approach and way of working
  2. Settling on technologies that will be used for the software development aspects
  3. Finding solution to problems that may arise
  4. Learning methods necessary for developing the app such that it meets the predetermined requirements by the teachers/client

1. Documentation – Creating the needed documentation for keeping the progress of the project well detailed and
2. Design – Creation of design schemes that will shape the look of the front end of the project
3. Implementation – The development of the software needed for the full functionality of the product
4. Testing – Introducing different testing methods to ensure the Implementation phase can run smoothly and doesn’t introduce unwanted issues and bugs

## Time plan and milestones

The duration of the project would be divided into 6 sprints, each one lasting 3 weeks. The first sprint is Sprint 1, while the last one would be sprint 6.

|  |  |  |  |
| --- | --- | --- | --- |
| Phasing | Effort | Start date | Finish date |
| Sprint 1 | Researching initial methods for starting the project, Project plan, Initial restAPI function | 01.09.2021 | 17.09.2021 |
| Sprint 2 |  |  |  |
| Sprint 3 |  |  |  |
| Sprint 4 |  |  |  |
| Sprint 5 |  |  |  |
| Sprint 6 |  |  |  |

# Testing strategy and configuration management

## Testing strategy

## Test environment and required resources